



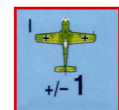
GERMAN REINFORCEMENT SCHEDULE



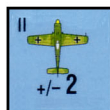
TURN 2



1116



Remove Close Air Support I



Add Close Air Support II

TURN 3



1116

TURN 4



4338



4338



4338



4338



1116

TURN 5



4338



1116

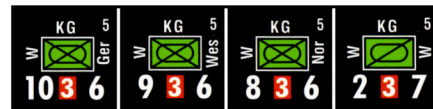


Remove Close Air Support II



Add Close Air Support III

TURN 6



4338



1116



Remove Ind. Artillery Support I



Remove Ind. Heavy Tank Support I



Remove Ind. Tank Support I



Add Ind. Artillery Support II



Add Ind. Heavy Tank Support II



Add Ind. Tank Support II

TURN 7



1116

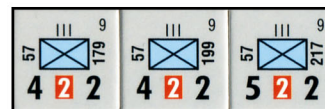


4338

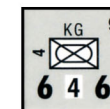


1116

TURN 9



1602



1602

TURN 10



1116

TURN 11



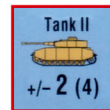
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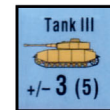
TURN 13



1116



Remove Ind. Tank Support II



Add Ind. Tank Support III

TURN 14



1116

TURN 15

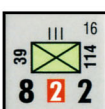


Remove Ind. Artillery Support II



Add Ind. Artillery Support III

TURN 16



1116

TURN 17



von Manstein's Backhand Blow is GMT Games' simulation of the Campaign in Southern Russia, February - March 1943. Game design by Dirk Blennemann. Original counters by Mark Simonitch. This chart created by Hyun Yu. (rev2b-20030804)